

**ABSTRACT OF THE DISCLOSURE**

Using terminal apparatuses 1A to 1E connected to a server 3 by a network 2, original characters are trained by the game players executing a character training game, and data relating to those original characters are stored in a database 31 in the server 3. When two or more game players directly contest the same game in real time via the network 2, data relating to the original characters of the game players stored in the database 31 are downloaded to the terminal apparatuses 1A to 1E and used as character data.

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